CARDCAPTORS

TRADING CARD GAME
OFFICIAL RULEBOOK

CARDCAPTORS™

UPPER DECK ENTERTAINMENT™

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Contents

This Starter Deck delivers everything you need to start playing a 2-player game immediately:

- 60 Cardcaptors Game Cards:
  - 16 Clow Spirit Cards
  - 26 Capture Cards
  - 12 Strategy Cards
  - 6 Reinforcement Cards
- Official Rulebook

Object of the Game

In Upper Deck's Cardcaptors Collectible Trading Card Game, you and an opponent attempt to become the undisputed master of the Clow Spirits. Assembling a team of Cardcaptors, you will clash over the escaped Clow Spirits that roam the earth. You will have to be canny to manage your resources correctly as you battle with your Capture, Strategy, and Reinforcement Cards.

Card Types

Clow Spirit Cards

Each player has their own pile of Clow Spirit Cards separate from their play deck.

- (A) *Card Number*
- (B) *Rarity Symbol* - Blue is a Common card, Green is Uncommon, and Purple is Rare.
- (C) *Clow Spirit* – The name of the Clow Spirit to be captured.
- (D) *Type* – The card's category.
- (E) *Major Card Indicator* – Identifies if the Clow Spirit Card is a Major Card or not.

Capture Cards

Played on a Clow Spirit Card in order to capture it, or played against an opponent to battle.

- (A) *Card Number*
- (B) *Rarity Symbol* - Blue is a Common card, Green is Uncommon, and Purple is Rare.
- (C) *Character* – The name of the character that will attempt to capture Clow Spirits for you.
- (D) *Type* – The category (or categories) of Clow Spirits this card can capture.
- (E) *Battle Value* – The strength of this card in battle.

Strategy Cards

These cards may be played at any time during the game and trigger various game effects. Be sure to look over these cards carefully in order to understand when they can be played for maximum effect.

- (A) *Card Number*
- (B) *Rarity Symbol* - Blue is a Common card, Green is Uncommon, and Purple is Rare.
- (C) *Card Name* – The title of this Strategy Card.
- (D) *Card Effect* – How the card affects gameplay.
- (E) *Battle Value Modification* – If a Strategy Card affects Battle Values, the effect is listed here.

Reinforcement Cards

Played by an opponent to make the potential Cardcaptor get extra help in order to capture the card, or by the potential captor to answer an opponent's challenge.

- (A) *Card Number*
- (B) *Rarity Symbol* - Blue is a Common card, Green is Uncommon, and Purple is Rare.
- (C) *Reinforcement Character* – The name of the Character needed as a Reinforcement.

Winning the Game

A big part of the strategy of Cardcaptors is figuring out the easiest way for you to achieve victory, while at the same time keeping an eye on your opponent to try and figure out how he's trying to win.

There are three ways to win:

1) Collect 1 Clow Spirit Card of each TYPE
2) Collect 2 Clow Spirit Cards in a MAJORITY of TYPES
3) Collect 4 Clow Spirit Cards of 1 TYPE

NOTE: The Starter Deck contains 4 Clow Spirit Card Types. Additional Types will be added in subsequent releases.

Getting Started

Before starting, separate the Clow Spirit Cards from the Play deck (Capture, Strategy, and Reinforcement Cards). For your first few games, refer to "Suggested Starter Deck Construction" to construct Clow Spirit and Play decks. Both players shuffle their Clow Spirit Card decks and Play decks (keeping them separate) and place them face down in the indicated spaces *(Fig. 1)*. Note that even though you'll be competing for the same pool of Clow Spirit Cards, you'll still be able to easily tell whose cards are whose at the end of the game.

Both players draw a 5-card hand from the Play deck.

Play Rock-Paper-Scissors to determine who goes first. This player will have the first chance to capture a Clow Spirit Card.

Player Two's Play Deck
Player Two's captured Clow Spirit Cards
Player Two's captured Clow Spirit Cards
Player Two's Clow Spirit Cards
Clow Spirit Cards in play
Player One's Clow Spirit Cards
Player One's captured Clow Spirit Cards
Player One's captured Clow Spirit Cards
Player One's Play Deck

Figure 1

Gameplay Rules

The potential captor then flips the top Clow Spirit Card from his Clow Spirit deck and places it face-up facing him in the space between the two Clow Spirit piles.

NOTE: During the attempted capture, Strategy Cards can be played by either player at any time, depending on the card's effects.

The potential captor has first chance to capture a Clow Spirit Card by playing a Capture Card. The Capture Card *must* be of the same **type** as the Clow Spirit Card being fought over (i.e. Meilin Type: Wind could attempt to

capture The Song, since its Type is Wind, but not The Bubbles, whose Type is Rain). The Capture Card is placed in front of the potential captor, directly behind the Clow Spirit Card that is being contested.

The opponent cannot capture a card until their turn; rather, the opponent attempts to prevent the capture of a Clow Spirit Card by the potential captor.

The opponent can attempt to stop the capture in one of three ways:

1. Reinforcement Card – Reinforcement Cards may only be played before a battle takes place and must be a different **character** than the potential captor's Capture Card (if the Reinforcement Card lists two characters, the opponent chooses which character will be used). Reinforcements require an additional character to appear on the scene to help the initial captor. Playing a Reinforcement Card is optional, but you may play only one per turn. If the potential captor cannot answer the Reinforcement Card, the capture has failed.

The potential captor can answer with:

Reinforcement Card – of the same **character** as the opponent's Reinforcement Card. Since the character the opponent demanded has arrived on the scene, the Reinforcement Card is successfully negated. If the opponent cannot battle (see **#2**), the potential captor has captured the Clow Spirit Card! *(Fig.2, Option A)*

OR:

Capture Card – of the same **character** as the opponent's Reinforcement Card. When a Reinforcement Card is answered in this way, the new Capture Card becomes the participant in any subsequent battle, replacing the initial Capture Card played by the

potential captor. Be sure to place the new Capture Card directly behind the Clow Spirit Card and shift your original card below it to indicate this. The new Capture Card *does not* have to be of the same Type as the Clow Spirit Card. However, if the Types *do* match, the character adds +1000 to their Battle Value. *(Fig.2, Option B)*

Figure 2, Option A

Player One has played Sakura Type:Fire in an attempt to capture The Firey. Player Two plays a Reinforcement: Li Showron Card. Player One plays his own Reinforcement: Li Showron Card, successfully countering Player Two. Player Two's Reinforcement Card is discarded, while Player One's remains on the table.

Figure 2, Option B

Player One has played Sakura Type:Fire in an attempt to capture The Firey. Player Two plays a Reinforcement: Li Showron Card. Player One then plays a Li Showron Capture Card, successfully countering Player Two. In addition, Li Showron becomes the character that will engage in any subsequent battle. To indicate this, the Li Showron and Sakura Capture Cards swap places. Player Two's Reinforcement Card is discarded, while both of Player One's Capture Cards remain on the table.

NOTE: If the potential captor successfully answers an opponent's Reinforcement challenge, the card he used to answer the challenge remains on the table for the remainder of the turn. The opponent's Reinforcement Card is discarded.

2. Battle – is initiated by the opponent playing a Capture Card with a higher Battle Value than the potential captor's Capture Card. The Capture Card must be a different **character** than any cards (Capture or Reinforcement) on the potential captor's side of the battle (see "On the Scene"). The opponent's Capture Card *does not* have to be of the same Type as the Clow Spirit Card. However, if the Types *do* match, the character adds +1000 to their Battle Value.

The potential captor can answer with:

Capture Card – of same **character** as the Capture Card trying to capture the Clow Spirit, in an attempt to beat the Battle Value of the opponent. For the potential captor, a tie is the same as a win – the Clow Spirit Card is captured. When playing a Capture Card in battle, the card *does not* have to be of the same Type as the Clow Spirit Card. However, if the Types *do* match, the character adds +1000 to their Battle Value.

The battle then goes back and forth until a winner has been determined. Keep in mind that the player attempting to prevent the capture may use Capture Cards with different characters (as long as they are not on the scene for their opponent), but the potential captor may only play Capture Cards of the same character as the Capture Card trying to capture the Clow Spirit. *(Fig. 3)*

Player One's original Capture Card
Player One's Capture Card used to battle
Clow Spirit Card
Player Two's Capture Card
Types match: +1000 to Battle Value
Types match: +1000 to Battle Value

Figure 3

Continuing the example from Fig. 2, Option B, Player Two wishes to battle. Therefore, he selects a Capture Card with a character other than Sakura or Li Showron, since they are "on the scene" for Player One. Player Two chooses a Meilin Capture Card with a Battle Value of 2000, but gets to add another 1000 since Meilin's Type (Fire) matches the Clow Spirit Card's Type. Meilin is thus winning the battle 3000 to 2000. Player One can only play another Li Showron Capture Card, so he plays one with a Battle Value of 3000. Since Li Showron's Type (Fire) matches the Clow Spirit Card's Type, and he was not the original character attempting to capture the card (Sakura was), his Battle Value is also boosted by 1000. Thus Li Showron wins the battle 4000 to 3000. Player Two cannot answer, so Player One successfully captures The Firey.

IMPORTANT NOTE: When you play multiple Capture Cards during battle, the Battle Values **ARE NOT** cumulative. For example, if you play Meilin 2000 and then Meilin 3000, your current Battle Value is 3000, not 5000.

3. Strategy Card – In some instances, a Strategy Card can instantly prevent a capture. *(Fig. 4)*

Figure 4

Continuing the example from Fig. 2, Option B. Player Two uses the Strategy Card "Not So Fast", since its card effect instantly prevents Player One from capturing The Firey.

Ending the Turn

If a Clow Spirit Card HAS been captured, it is placed face up directly behind the Clow Spirit pile from which it originated (so you'll know whose card it is at the end of the game).

If a Clow Spirit Card HAS NOT been captured, it remains face up on the table. Up to four Clow Spirit Cards may be out on the table at any one time; once four Clow Spirit Cards are face up on the table, no more are turned over until card(s) are captured to make room for new ones.

NOTE: Once there are multiple Clow Spirit Cards on the table, each player may attempt to capture up to two Clow Spirit Cards during a turn. *(See "Multiple Capture Attempts")*

Discard and Redraw Rules

At the end of each turn, whether the potential capture is successful or not, BOTH players may discard up to 2 cards and redraw their hands to 5. When your Play deck is exhausted, shuffle your discard pile and place face down to form a new Play deck.

Continuing Play

The opponent then flips a Clow Spirit Card from his own pile and follows the Gameplay rules. The first player to fulfill one of the three winning conditions *(see "Winning the Game")* is the winner!

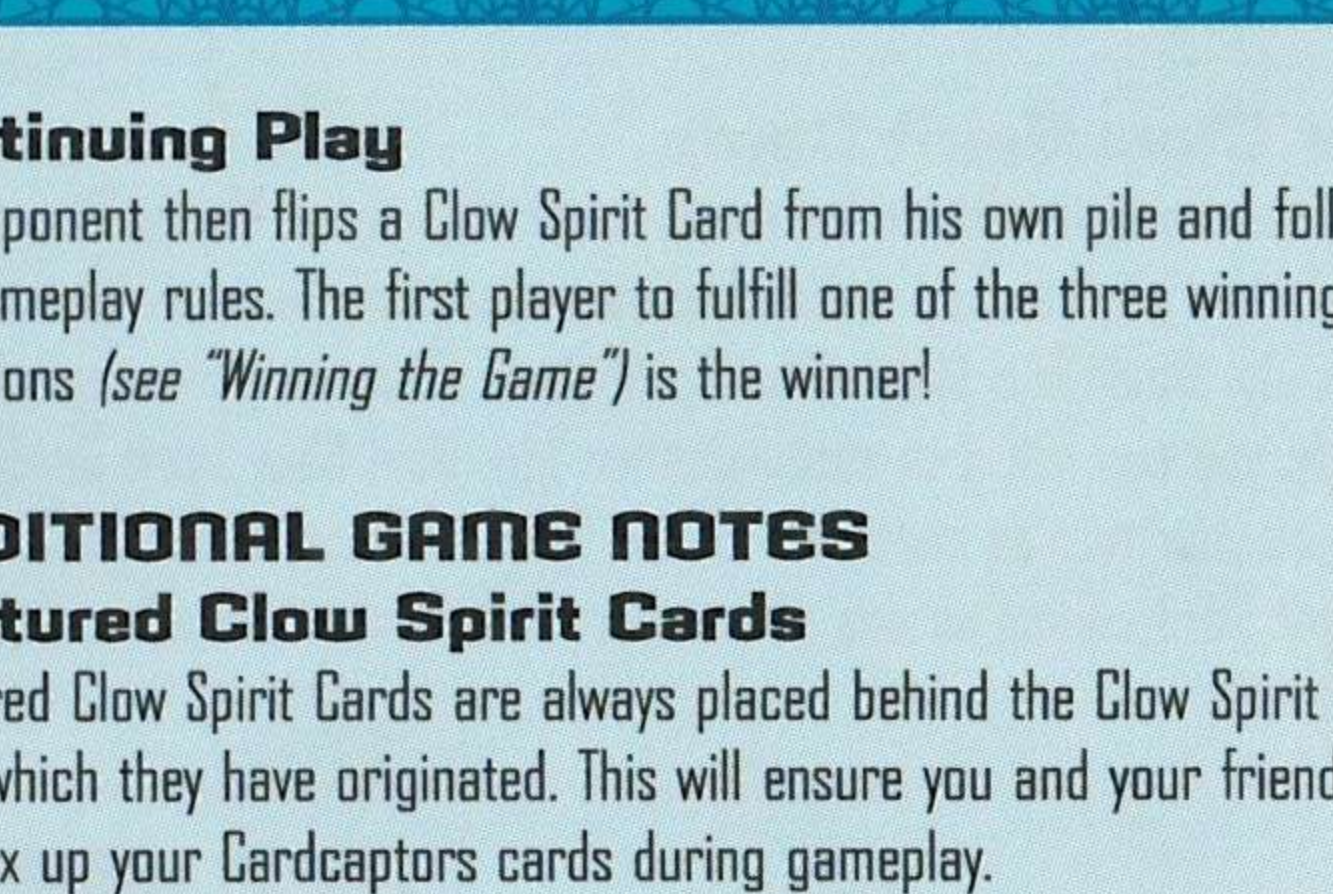
ADDITIONAL GAME NOTES

Captured Clow Spirit Cards

Captured Clow Spirit Cards are always placed behind the Clow Spirit pile from which they have originated. This will ensure you and your friend will not mix up your Cardcaptors cards during gameplay.

In addition, be sure that captured Clow Spirit Cards that are behind different Clow Spirit piles are lined up according to their type. This will help you (and your opponent) easily see how many Clow Spirit Cards of each type you've captured. *(Fig. 5)*

Figure 5


Captured Clow Spirit Cards are lined up according to type
Player One Clow Spirit Cards won from Player Two's Clow Spirit Pile
Player One Clow Spirit Cards won from his own Clow Spirit Pile

Major Clow Spirit Cards

Certain Clow Spirit Cards are known as Major Clow Spirit Cards. Once captured, they can be used to capture other cards of the same type. For instance, The Windy is a Major Clow Spirit Card. Once you have captured The Windy, you can use it to capture other Type Wind Clow Spirit Cards, as long as it's your turn to capture. A Clow Spirit Card captured with a Major Clow Spirit Card counts as one of the two possible captures allowed per turn. *(Fig. 6)*

Figure 6

Player One has just captured The Windy, a Major Clow Spirit Card. For his second capture, Player One can use The Windy to instantly capture The Dash, since The Dash is the same Type (Wind) as The Windy.

"On The Scene"

During the battle over the Clow Spirits, it's all about the help you get. Once a card with a character is played during a capture, that character is considered to be "On the Scene", and can't be used by an opponent.

Multiple Capture Attempts

Players are allowed to attempt up to two captures per turn. At the beginning of the turn, a player attempting two captures must place both of their Capture Cards down at once. Each potential capture is then contested by the opponent, one at a time.

NOTE: Since the potential captures are dealt with one at a time, the player

attempting to capture may use Capture Cards of the same character. *(Fig.7)*

Figure 7

Player One is attempting to capture two Clow Spirit Cards this turn, The Sword and The Windy. Since each capture must be contested one at a time by Player Two, Player One may use the same character (in this case Sakura) to attempt both captures.

Deck Construction

We suggest you follow the Suggested Starter Deck Construction for your first few games. Starter Decks include enough cards to get you and a friend playing, but the real fun starts when you begin to build your own decks. Cardcaptors Booster packs contain additional Capture and Reinforcement Cards to allow you to customize your deck any way you choose. In addition, Booster packs provide Strategy Cards with all-new effects, and an entirely new Type of Clow Spirit Cards!

Once you've built up a library of cards, you will be able to build a full Play deck (the Starter game decks are slightly smaller). A full Play deck consists

of 25 cards, NOT COUNTING your Clow Spirit Cards.

Full decks must include:
25 Non-Clow Spirit cards, with no duplicate cards allowed. These 25 cards can be of any card type (Capture, Reinforcement, or Strategy), as long as the minimum requirements below are met.

Minimum Card Type Requirements:
Capture: 10 or more
Strategy: 5 or more
Reinforcement: 3 or more

Clow Spirit Cards: Before you begin a game, you and your opponent must decide how many Clow Spirit Card categories you will be battling over. You must have at least three categories of four cards or more each. It's OK for you each to bring part of a category, as long as they equal at least four, like so:
I bring 3 "Fire" Clow Spirit Cards, you bring 1 "Fire" Clow Spirit Card
I bring 2 "Wood" Clow Spirit Cards, you bring 3 "Wood" Clow Spirit Cards, etc.

Suggested Starter Deck Construction

To help you get started playing, divide the Starter Deck based on the following guidelines. As your skill and knowledge improves, you'll want to create your own custom deck.

Clow Spirit Cards:
Each player gets two cards of each Type (Wind, Fire, Wood, Electricity). Also make sure that the same player doesn't get both The Windy and The Firey.

Reinforcement Cards:
Each player gets a copy of:
R1- Sakura
R2-Li Showron
R3-Madison/Kero

Strategy Cards:
Each player gets a copy of:
S1- Double Boost
S2-Battle Shift
S3-Helping Hands
S4-Not So Fast
S5-Power Boost
S6-Morph

Capture Cards:
Divide the Capture Cards as follows:
Player 1 - C1, C2, C4, C8, C9, C10, C15, C16, C22, C23, C29, C30, C31
Player 2 - C1, C2, C3, C8, C10, C15, C16, C17, C22, C23, C24, C29, C31

FAQ

Q: When I attempt to capture a Clow Spirit Card, my Capture Card must be of the same Type as the Clow Spirit Card. Since they match, do I get to add 1000 to my Battle Value?
A: No. Matching the Clow Spirit Card Type simply allows you to attempt a capture. However, if you use a Capture Card to answer a Reinforcement challenge and the new character has a matching Type, you do get the 1000 bonus.

Q: I tried to capture The Windy with a Kero Type Wind Capture Card, but my opponent used a Battle Shift Strategy Card to change my Type to Wood. I can no longer capture Windy since my Type doesn't match, but can I then attempt to capture a Clow Spirit Type Wood Card if one is in play?
A: Yes. If an opponent changes your Type when trying to capture a card, you may no longer attempt a capture of that Clow Spirit Card, BUT you MAY attempt to capture a Clow Spirit Card of your new Type if one is out on the table.

Q: I've captured The Windy, a Major Card. On my next turn to capture there are two Type Wind Cards out on the table. Can I use The Windy to capture them both?
A: Yes, Major Cards can always capture cards of the same Type, and you are allowed to make up to 2 captures per turn.

Q: "Not So Fast" allows me to stop a Major Card capture. Does this refer to an opponent trying to capture a Major Card like The Windy, or would it stop my opponent from using an already captured Major Card from capturing another card of the same Type?
A: Both. "Not So Fast" allows you to stop the capture in either situation.

Q: During a battle, I've played a Double Power Card, increasing my Battle Value from 2000 to 4000. My opponent beats that, so I then play Power Boost to add +1000. Is my new Battle Value 5000 (4000 + 1000) or 6000 (2000 + 1000 doubled)?
A: In such an instance, your Battle Value is 5000. Only the Battle Value that exists when the Double Power Card is played is doubled. Any subsequent Battle Value boosts are simply added to that total.

Q: I answered my opponent's Reinforcement challenge with a Capture Card

with a lower Battle Value than my original Capture Card. Does the new card have to replace the original Capture Card even though it weakens me in battle?
A: Yes. Although it may weaken you to switch to the new Capture Card, at least you still have a fighting chance. If you could not answer your opponent's Reinforcement challenge, your attempt at capture would instantly end.

Q: I answered my opponent's Reinforcement challenge with a Capture Card. Since the new Capture Card replaces the original Capture Card, is the character from the original card still "on the scene"?
A: Yes. Your opponent would be unable to battle you with either of the two characters on your Capture Cards.

Q: I wish to play a Strategy Card against my opponent, but there's a picture of Li Showron on it and Li Showron is "on the scene" for my opponent. Can I still play this card?
A: Yes. The illustrations on Strategy Cards have no effect on gameplay.

CHECKLIST

Rarity Legend

SD: Starter Deck
C: Common
U: Uncommon
R: Rare

Clow Spirit Cards

#	Card Name	Category	Character Type	Rarity
CS1	The Windy	Wind	Major	SD
CS2	The Dash	Wind	N/A	SD
CS3	The Freeze	Wind	N/A	SD
CS4	The Dream	Wind	N/A	SD
CS5	The Firey	Fire	Major	SD
CS6	The Fight	Fire	N/A	SD
CS7	The Jump	Fire	N/A	SD
CS8	The Erase	Fire	N/A	SD
CS9	The Wood	Wood	N/A	SD
CS10	The Change	Wood	N/A	SD
CS11	The Big	Wood	N/A	SD
CS12	The Mirror	Wood	N/A	SD
CS13	The Thunder	Electricity	N/A	SD
CS14	The Power	Electricity	N/A	SD
CS15	The Sword	Electricity	N/A	SD
CS16	The Glow	Electricity	N/A	SD
CS17	The Time	Gold	N/A	U
CS18	The Lock	Gold	N/A	U
CS19	The Sleep	Gold	N/A	U
CS20	The Sweet	Gold	N/A	U
CS21	The Arrow	Fire	N/A	C
CS22	The Little	Fire	N/A	C
CS23	The Voice	Wind	N/A	C
CS24	The Song	Wind	N/A	C
CS25	The Shield	Wood	N/A	C
CS26	The Flower	Wood	N/A	C
CS27	The Light	Electricity	N/A	C
CS28	The Shadow	Electricity	N/A	C

Capture Cards

#	Card Name	Category	Character Type	Battle Value	Rarity
C1	Sakura	Wind/Fire	Magical	2000	SD
C2	Sakura	Wood/Elec.	Magical	3000	SD
C3	Sakura	Wind	Magical	3000	SD
C4	Sakura	Fire	Magical	5000	SD
C5	Sakura	Wood	Magical	2000	C
C6	Sakura	Elec./Wind	Magical	5000	R
C7	Sakura	Gold	Magical	5000	U
C8	Madison	Wind/Elec.	Non-Magical	2000	SD
C9	Madison	Wood	Non-Magical	5000	SD
C10	Madison	Fire	Non-Magical	4000	SD
C11	Madison	Wood/Fire	Non-Magical	3000	R
C12	Madison	Wind	Non-Magical	5000	R
C13	Madison	Electricity	Non-Magical	4000	U
C14	Madison	Gold	Non-Magical	2000	C
C15	Li Showron	Fire/Wind	Magical	3000	SD
C16	Li Showron	Elec./Wood	Magical	2000	SD
C17	Li Showron	Electricity	Magical	5000	SD
C18	Li Showron	Wood	Magical	3000	C
C19	Li Showron	Wood/Wind	Magical	5000	R
C20	Li Showron	Fire	Magical	4000	U
C21	Li Showron	Gold	Magical	4000	U
C22	Kero	Fire/Wood	Magical	3000	SD
C23	Kero	Electricity	Magical	2000	SD
C24	Kero	Wind	Magical	5000	SD
C25	Kero	Wood	Magical	4000	U
C26	Kero	Fire	Magical	4000	U
C27	Kero	Fire/Elec.	Magical	5000	R
C28	Kero	Gold	Magical	3000	C

#	Card Name	Category	Character Type	Battle Value	Rarity
C29	Meilin	Fire/Elec.	Skilled	2000	SD
C30	Meilin	Wind	Skilled	3000	SD
C31	Meilin	Wood	Skilled	3000	SD
C32	Meilin	Fire	Skilled	5000	R
C33	Meilin	Electricity	Skilled	4000	U
C34	Meilin	Wood/Elec.	Skilled	5000	R
C35	Meilin	Gold	Skilled	3000	C
C36	Julian	Wind/Fire	Non-Magical	4000	R
C37	Julian	Electricity	Non-Magical	4000	R
C38	Julian	Wood	Non-Magical	5000	R
C39	Julian	Gold	Non-Magical	2000	R
C40	Tori	Electricity	Skilled	5000	U
C41	Tori	Wind	Skilled	4000	U
C42	Tori	Gold	Skilled	2000	U

Reinforcement Cards

#	Card Name	Rarity
R1	Sakura	SD
R2	Li Showron	SD
R3	Madison/Kero	SD
R4	Julian	C
R5	Meilin	C
R6	Sakura/Kero	U
R7	Li Showron/Meilin	U
R8	Madison	C
R9	Tori/Julian	U
R10	Sakura/Li Showron	R

Strategy Cards

#	Card Name	Plus Or Minus	Rarity
S1	Double Boost	x2	SD
S2	Battle Shift		SD
S3	Helping Hands		SD
S4	Not So Fast		SD
S5	Power Boost	+1000	SD
S6	Morph		SD
S7	Boost Killer		R
S8	Elusive Clow		U
S9	Daring Capture		R
S10	Escaped Clow Spirit		R
S11	Change of Plans		C
S12	Super Boost	+2000	U
S13	Mega Boost	+3000	R
S14	First on the Scene		C
S15	Rain Power		R
S16	Clouds Power		R
S17	Power Drain	-1000	C
S18	Super Drain	-2000	U
S19	Mega Drain	-3000	R
S20	Drain Killer		R
S21	Strength in Numbers		C

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